

Mission Introduction

1 HOW DID WE GET HERE?

After clearing the dark forests of Optica Lux and returning light to the land you come across a lonely man on the side of the road. He approaches your guild and asks you to help him find his family which was scattered during the raid of his little town. You agree to help him out in return for his help in identifying where PhotoCobra could be. He points to the East and you set out on your way.

As your guild progresses closer to the last known whereabouts of PhotoCobra you are faced with a difficult decision as you arrive an impasse that divides the main road into two different splits – north and south. Not knowing the lay of the land you decide to examine the surround areas as a guild. The man is of no help here as he does not know this location so cannot help you make your decision.

Choice – North

The northern path breaks off from the beaten down road and into a thicker, denser, brush. Trekking this path will no doubt be physically more difficult. You lose the path in the distance but are able to see that it leads to a small city near the horizon. Something about the path suggests you will not be alone however at this point nothing can surprise your guild ...

Choice – South

The southern path has clearly been used more frequently and it appears to be easier trek physically however as you have come to notice in the Land of Scientia Terra nothing is ever as it appears. You stare down the path and are unable to see where it ultimately leads because you lose the trail at the horizon. There appear to be many birds circling overhead about 5 kms or so down the path which could mean something is up ahead – something not living is your best guess ...

Which path will you choose?

Send one guild member to Master Heeb's with your guild's choice. Choose wisely because once you set off on your journey there is no turning back. When you make your choice your guild member will be asked a question about why they chose their path. Know the descriptors of your path ... or their will be consequences!

Venturing North

2 A SLEEPING GIANT

As you begin to get closer to the distant city you notice quite the obvious path of destruction and large footsteps mashed into the thick brush. Your guard is up. You begin to move slowly and with great purpose so that nothing can surprise you or catch you off guard. The closer you get to the city the more obvious the destruction. Bits and bones of animals are beginning to appear with spatters of blood on them – fresh blood.

Suddenly the ground begins to shake and vibrate underneath you and just as fast it stop. It begins again and stop again. You notice it is almost rhythmic. A few steps over a hill and you can now put a face to the sound! A giant ogre is sleeping, surrounded by animal guts and gore and turned over carts. The giant ogre is fast asleep, his rhythmic snoring vibrating the ground beneath you. It has indulged in a feast and is resting now. Over the horizon a distraught farmer has his hands over his mouth in shock. He is motioning for you to stay quiet as he points to the hand of the ogre. A few of his flock of sheep are still alive but trapped behind the arm of the beast. He begins to signal you to help him free his animals.

Do you have what it takes to work together in total silence?

Quest: Provide to Master Heeb the answers/definitions to the following words. For each correct answer you get to move closer to the sheep and free them. For each incorrect answer you move backward.

Words: Pupil, Iris, Sclera, Retina, Optic Nerve, Rods, Cones, Brain

In order to reach the sheep you must move 24 steps forward and each member must research and uncover 1 of the words and share it, non-verbally with the group to make note of. When you have completed all of the words quietly approach Master Heeb to see if you can free the sheep with a bonus challenge involving the “Dice of Decision”. If you speak the Ogre moves and you must remain still for 1 minute before it goes back to sleep. Continue to speak and it wakes up and kills you and you go back to the start. It is too big to fight.

Reward

XP: 400 (Max)

Bonus

Free the Sheep in allotted time: For 100 Bonus XP

Free the Sheep in under 30 seconds: For 250 Bonus XP

Free the Sheep in first 6 rolls: For 1000 Gold + Choice Crafting Item

Venturing South

2 POISON PILL

The path you chose it easy to walk but long and winding. The heat of the day is cooking you as you progress deeper into the land. You are thirsty and your guild really could use a rest and something to drink. The man you encountered explains that he knows of a clear spring of water just off the path. You decide to let him guide you to it.

As you reach the promised stream you immediately fall to your knees and begin to scoop up water and shovel it into your mouth. The water is refreshing and welcome but it has a strange after taste to i..."STOP!" cries your mage. You freeze in your spot expecting an enemy but this is much worse. As you slowly look up you notice that in the water source is a glowing vial that has been spilled into the water stream. It has fallen from a dead mage that you now notice is stuck in the tree above the water source – this explains the circling birds. It is too late now as you have already consumed the water. "I can see something that will help us in his pack but I need to get there."

Can you get to the antidote in time?

Quest: Provide to Master Heeb's the answers/definitions to the following words. For each correct answer you get to move closer to the antidote. For each incorrect answer you move backward.

Words: Aperture, Diaphragm (both ways we learned it), Film, Shutter, Memory, Charged Couple Display (CCD), Focus

In order to reach the antidote you must move 24 steps forward and each member must research and uncover 1 of the words and share it with the group to make note of. When you have completed all of the words approach Master Heeb's to see if you are successful in reaching the antidote in a bonus challenge involving the "Dice of Decision".

Reward

XP: 400 (Max)

Bonus

Reach the antidote in allotted time: For 100 Bonus XP

Reach the antidote in under 30 seconds: For 250 Bonus XP

Reach the Antidote in first 6 rolls: For 1000 Gold + Choice Crafting Item

Venturing North

3 QUIET THE CRAZY

After solving the sheep crisis you begin making your way closer to the suspected location of PhotoCobra. The stranger to your guild hurries you along an unknown path. "Cut through this way, this is a short cut" he whispers as he motions you off the crudely marked path. You cautiously follow close behind him.

A few minutes into your journey you notice a human like figure on the apparent shortcut. You can hear a faint cackling, it almost sounds as if someone has gone mad. As you approach the figure more closely you notice that it is in fact that of a man and he is rocking back and forth, sitting cross legged in the brush. He is filthy and does not appear to be all there. He is clutching a strange looking figure. As you get closer your barbarian stomps on a stick causing a loud snap sound. The deranged man turns to you and you lock eyes with him. As you lock eyes you can tell someone is off. He springs to his feet and grabs a large blade from under his cloak, ripping a piece of it in the process. He holds up the figure and shakes it wildly facing your guild. "Teach my friend or my army in the trees will fire their arrows!" he screams, "He needs to learn! We all neeeeeeeed to learrnnnn" he continues on wildly.

You cannot see anyone in the trees but the risk is not worth it. You open up a scroll as your priest steps forward...

Quest: Prepare a unique lesson from one of the topics listed. Be creative because when you are dealing with an mad person there is not telling what they will do. He refuses to learn the same thing twice so first come, first served.

Topics: Laser Eye Surgery, Night Vision Goggles, Microscopes & Telescopes, Compound Eyes vs. Camera Eyes, Digital Image Transmission, Stadium Images

Once your lesson is complete, bring it, and all of its components to Master Heeb and test it out on him. Everyone must speak and take part.

Reward

XP: 600 (Max)

Scale

600XP – Unique, creative, accurate, everyone spoke, clear	500XP – Fairly creative, accurate, most people spoke, mostly clear	400XP – Somewhat unique, some inaccurate facts, few people spoke
300XP – Basic, simple but lacking detail and creativity, 2 people spoke	200XP – Lacking detail and accurate fact and no creativity	100XP – Much is missing and it is incomplete and inaccurate
0XP – You didn't do anything or submit anything		

Venturing South

3 EDUCATING THE MASSES

You wipe your mouth as you finish another bout of getting sick before downing the antidote. It tastes equally awful going down as what just came up but you will take bad taste over death. After a bit of re-grouping you venture off back to the path. The man apologizes repeatedly as you continue on your way but you are not really in the mood.

Off in the distance you can hear children, the unmistakable giggle of children. They sound close but you cannot see them around you. You cautiously step forward and are on the lookout. Suddenly, a mass of children drop down from the surrounding trees and they are now all around you. They have small weapons drawn and they are pointing them at you. "Hey you...ugly" your barbarian turns and glares at them, "Ya you ... help us or we'll make you look even worse!" The children throw down various pieces of paper at your feet. You pick them up and realize that it looks like school work. School – during this time?

"Our parents are making us take some underground classes to be steam punks but we are warriors!" one shouts. "Do this work for us or we will show you how strong we are!" another hollers.

You begin to sift through the papers...

Quest: Prepare a unique lesson from one of the topics listed. Be creative because when you are dealing with an mad person there is not telling what they will do. He refuses to learn the same thing twice so first come, first served.

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Venturing North

4 CRUDE CAMERAS

You arrive at the last known location of PhotoCobra. You begin to examine the area with great details. Your new group member is also searching for his family. “This is where it all happened” he mutters as he shuffles through some of the rubble. Nothing is around and it is quiet. Your steam punk finds some crude plans in the rubble for something. Penned on the paper he realizes it is a note to PhotoCobra containing a design for something. Your steampunk determines that the papers are instructions to build a camera – something previously thought to be impossible. He rushes over to you and begins to explain, “There are chunks missing but I think I can figure this out.” “Why is it so important, we have bigger things to do” you reply. “If I can build this I think I have an idea that could be useful ...”

Quest: The plans that have been found are for a pinhole camera. Chunks are missing so you will need to do some research about how to complete and build one. Ensure it works before you bring it to Master Heeb. You are producing 1 / group.

Key Info: Each group member will be responsible for a specific task. 1 or 2 for blue prints and design, 1 or 2 for construction, 1 or 2 for research, 1 or 2 fact checking and proofing. While you all can work the member responsible will each the allotted XP. Each of the sections is worth 500XP individually of the 1000XP you can earn. 250XP will come from a review of the group dynamic at the end. You will receive this upon completion. The final 250XP will come from a successfully working camera.

Reward

XP: 1000 (Max)

Bonus

Best quality image in each class will earn a special adventure.

Venturing South

4 CHECKING THE WALL

You come up to a large wall and there is no way around it that you can see. There are obvious cracks in the wall and areas where it looks like you can climb over it but you cannot be entirely sure. You toss a rock over the wall and listen. Nothing. It could mean nothing at all but it could mean a steep drop or a hole. You toss another. A loud snap echoes. It appears as if there may be traps on the other side, likely left by PhotoCobra knowing you are hot on his trail. Your steampunk finds some crude plans in the rubble for something. Penned on the paper he realizes it is a note to PhotoCobra containing a design for something. Your steampunk determines that the papers are instructions to build a periscope. He rushes over to you and begins to explain, "There are chunks missing but I think I can figure this out." "Why is it so important, we have bigger things to do" you reply. "If I can build this I think I have an idea that could be useful ..."

Quest: The plans that have been found are for a periscope. Chunks are missing so you will need to do some research about how to complete and build one. Ensure it works before you bring it to Master Heeb. You are producing 1 / group.

Key Info: Each group member will be responsible for a specific task. 1 or 2 for blue prints and design, 1 or 2 for construction, 1 or 2 for research, 1 or 2 fact checking and proofing. While you all can work the member responsible will each the allotted XP. Each of the sections is worth 500XP individually of the 1000XP you can earn. 250XP will come from a review of the group dynamic at the end. You will receive this upon completion. The final 250XP will come from a successfully working periscope.

Reward

XP: 1000 (Max)

Bonus

The periscope best able to identify images from the furthest distance will earn a significant prize

Off the Beaten Path

2.5 WHAT IS THAT?

As you begin to move past the Ogre your thief spots something suspicious off the trail. No one is quite sure what it could be but there is a choice to be made. Do you investigate what he spots or continue down your original path? The risks and rewards are very unpredictable in the land of Scientia Terra.

Which path do you choose?

Off the Beaten Path

2.75 PICK YOUR POISON?

You decide to take the risk and move forward towards the unknown object. You carefully trek your way towards to the object. As you get close to it you see that there are actually two objects. The closer you get to the objects you quickly come to realize they are actually two loot bags. There is a small note in front of the bags ...

“To whoever finds these bags ... there is a choice to be made! One of the bags contains riches – I think – while the other contains a poison with no known cure. Open the wrong bag and someone could perish. Should you take the risk and open a bag you must live with the consequences.

Do you open a bag or do you return to your original path?

Bag 1 Bag 2 ... Turn back ... make your choice!

2 Path 1 Choice

3.5 A FORK IN THE ROAD

You finish off your mission and continue on until you come to a fork in the road. The fork in the road appears to lead in the opposite direction from where you started. Doing some quick referencing of the sky and the stars your priest realizes it will take you back to a point on the path you did not choose in the beginning.

You huddle up as a guild and decide to ...

- Continue on the path you have chosen
- Venture towards the new path

Make your choice ...

A Child's Word

3.5 COMING AND GOING

The children are elated that you decided to help them, even if it was against your will. As they take their work back and begin to stuff it into their packs one of them turns to you with an uncomfortable grin. They huddle together then one steps forward.

"Sorry about all of this. After our village was destroyed our guardians are simply a little mad. Come with us we have something you might want"

They just had weapons drawn and now would like to offer you something. Is it a child's guilt or is something else up?

Do you choose to follow the children or continue on your way?

Make your choice.

A Child's Word

3.75 A WRONG TURN

You decide to follow the children to whatever it is they would like to offer you. They remain on the path until veering off into a small shack. As they rush in laughter can be heard. You all enter the cabin and as your last member enters the door slams shut behind you. Some of the children draw their weapons while two others rip the rug from under your feet. You crash to the ground disoriented, unable to defend yourselves.

“People sure are gullible these days...help the children! Ha!!” one shouts. “What should we take?” Let's give them one sliver of hope to get away...They lift you up and tie you to chairs.

In order to save yourselves you have to rely on your ability to predict and risk. The children offer you some dice. It's time to play a game...

If you lose you will lose all, $\frac{1}{2}$, $\frac{1}{3}$, $\frac{1}{4}$, $\frac{1}{5}$ or $\frac{1}{6}$ of each guild member's gold. Think wisely ...

Cryptic Castle

4.25 RISK VS REWARD

You arrive at a large castle resting oddly in the middle of what looks like a flood plain. The castle is weather beaten and damaged but appears safe enough to enter in order to search for loot. It appears as if the castle is inhabited but you can never tell what is good and bad in Scientia Terra.

Do you decide to search the castle or do you walk past it and onto the next adventure..?

The choice is yours...

Sleeping Beauty

3.15 SILENCE IS THE LOUDEST SOUND

You come up to a pile of blood soaked rocks and immediately your senses go on high alert! There could be someone around here you whisper to your guild. You move quietly towards the rocks and notice a sleeping, heavily armed, orc infantry man on the other side of the rocks.

Do you move past the rock or try to search through them without making a sound?

The choice is yours ...

Whispers

3.05 HOW MUCH DO YOU TRUST

As you begin to head further down the path you hear a faint whisper. You scan the area but notice no one, it must have been the wind. You take a few more steps forward and you hear it again. You scan the area a second time and this time notice a figure in the distance. This mysterious figure is standing in front of an old, stone block wall. You notice he is gesturing you to come towards him. Do you approach the mysterious figure or continue on your way?

The choice is yours ...

Anything For A Price

3.07 RISK - REWARD

You approach the mysterious figure cautiously, hands at your weapons, ready for anything. The mysterious man begins to come into focus. He steps forward, arms in the air, as he shouts to you, "My friends, I have wares for sale, would you be interested in purchasing what I have?" You turn and look at your guild. The man's smile gives you a chill down your spine. You do notice that he has items scattered on the ground, some appear useful. Do you want to see what he has beyond the stone block wall?

The choice is yours ...

Menu

3.08 SALES ARE EVERYWHERE

You notice a small wooden sign which has the items listed and their respective prices...

Dagger <i>200 Gold</i>	Mystery Crate <i>750 Gold</i>	Suit of Armour <i>500 Gold</i>	Rope <i>25 Gold</i>	Soul Stone <i>Free ... maybe?</i>
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Will you purchase anything?

Surprise Attack

3.08 TOO GOOD TO BE TRUE

You indicate to the mysterious shop keep that you will look at his wares. As you approach the stone block wall, you hear a sinister cackle. You turn to look back at the man who has no disappeared. You turn back to find two small goblins who have jumped out from behind the wall. "You fools! No one is to be trusted!" one goblin shrieks! "You die now!" the other one shouts...

Move to the BattleBoard, it is time for Battle!

Another Battle

3.80 SLAYING THE SKELETON

You make your way forward from the incredible tasks you've just undertook to find a skeleton on the path before you. You try to turn back but the skeleton hears you and turns. It charges at you, weapon drawn. You notice its armour is in immaculate shape. This could prove useful ...

Move to the BattleBoard, it is time for Battle!

Sacrificial Lamb

3.79 SACRIFICE OR SURVIVE

You make your way forward from the incredible tasks you've just undertook to hear screams in the distance. You decide to investigate them. You sneak up over a small ridge and notice a skeleton on a hill in front of a sacrificial altar. There is a body, still squirming on it, clearly in bad shape. The skeleton has his weapon drawn, chanting some odd chants, aimed directly at the victim.

What do you do? Do you help the person or move past, leaving him to whatever might happen?

The choice is yours ...

How to Save A Life

3.82 HEALTH POTION

The skeleton falls into a pile of bones before you. You rush over to the woman but her wounds are grave. She needs a health potion in the next 30 minutes or she will perish. She tries to speak but you tell her to conserve her energy. She insists and motions to the bottle behind her. If you can save her with a health potion in the next 30 minutes you will likely learn some valuable information.

The choice is yours ...

Frozen in Time

4.10 FREEZE OR MELT

You advance forward and notice a frozen statue in the distance. As you move closer to the statue you hear a faint grunt from inside. You quickly realize that the figure is always alive inside and has been put under a frozen spell. You have a choice, with a simple fire you could melt the ice and free the figure or you could ignore him and leave him to sit frozen.

The choice is yours ...

Freeze

4.15 FROZEN FREEDOM

The ice begins to melt around the man who emerges from his icy tomb. You notice he is a thief. Your guard is up. "Thank God you came! This scrying pool behind me contains incredible treasures but a mage stopped me before I could explore it. He knows what is down there and froze me solid and put a freeze spell around the pool. Will you use your fire to melt the icy dome around it so we can explore it together?"

The choice is yours ...

Black Pudding

4.17 MYSTERY SLUDGE

You come across a small wooden sign that indicates “Black Pudding →” You have no idea what it means and neither does anyone in your guild. You do notice that there are broken glass bottles around the sign and leading away from the sign in the direction it is pointing. Do you investigate the area or bypass it?

The choice is yours ...

Black Pudding 2

4.17 MYSTERY SLUDGE 2

You arrive at the end of the small path to find a large pile, of moving, black sludge. The sludge appears to be alive but thankfully fixed to the ground. Do you decide to approach the black sludge or move forward, avoiding any potential hazards?

The choice is yours ...

Unlit Flames

3.82 GHOULS AND FIRE

You notice a chimney stack in the distance. It appears to be in a random location, there seems to be no reason for it to be there. You see what looks like a figure in front of the chimney who, might be trying to start a fire, but you can't be sure. Maybe there is a reason he is there? Maybe not? Do you explore it further and risk a potential battle or ignore it?

The choice is yours ...